Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	3313	(345/441-443,473,474,619).CCLS.	US-PGPUB; USPAT; USOCR	OR	OFF	2005/06/09 13:46
L2	59	1 and scene adj graph	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:04
L3	10	scene adj graph and radar	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:39
L6	4095	701/?.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:36
L7	1	701/?.ccls. and scene adj graph	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:39
L8	4	scene adj graph and atc	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:40
L9	11	scene adj graph and airplane	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:41
L10	17	scene adj graph and aircraft	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:42

L11	222	scene adj graph and (text or character)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:42
L12	38	scene adj graph with (text or character)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:45
L13	9	scene adj graph with 2d with 3d	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:47
L14	0	scene adj graph with gpu	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:52
L15	1	scene adj graph with graphics adj processor	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:48
L16	120	scene adj graph with(render or display)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:50
L17	10	scene adj graph with (render or display) with create	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:50
L18	1	scene adj graph same gpu	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 14:52

S1	390	scene adj graph	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 13:45
S2	1235	directed adj acyclic adj graph	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 10:35
S3	588	tree adj graph	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 10:38
S4	2127	S1 or S2 or S3	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 08:20
S5	23	scene adj graph with (2d or two adj dimensional)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 08:21
S6	7	directed adj acyclic adj graph with (2d or two adj dimensional)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 10:36
S7	2	tree adj graph with (2d or two adj dimensional)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/06/09 10:38

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Wen-Jing Li; Tong Lee;
Robotics and Automation, 2000. Proceedings. ICRA '00. IEEE International Conference
Volume 2, 24-28 April 2000 Page(s):1459 - 1464 vol.2
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☐ 2. **Toolkit design for interactive structured graphics**
Bederson, B.B.; Grosjean, J.; Meyer, J.;
Software Engineering, IEEE Transactions on
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☐ 3. **Object recognition by a Hopfield neural network**
Nasrabadi, N.M.; Li, W.;
Systems, Man and Cybernetics, IEEE Transactions on
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1 Jazz: an extensible zoomable user interface graphics toolkit in Java   ■
Benjamin B. Bederson, Jon Meyer, Lance Good
November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**
Full text available: 📄 pdf(137.37 KB)   Additional Information: full citation, references, citings, index terms

Keywords: Jazz, Pad++, animation, graphics, user interface management systems (UIMS), zoomable user interfaces (ZUIs)

2 User interfaces: Interactive 3D visualization of vector data in GIS   ■
Oliver Kersting, Jürgen Döllner
November 2002 **Proceedings of the 10th ACM international symposium on Advances in geographic information systems**
Full text available: 📄 pdf(3.64 MB)   Additional Information: full citation, abstract, references, index terms

Vector data represents one major category of data managed by GIS. This paper presents a new technique for vector-data display that is able to precisely and efficiently map vector data on 3D objects such as digital terrain models. The technique allows the system to adapt the visual mapping to the context and user needs and enables users to interactively modify vector data through the visual representation. It represents a basic mechanism for GIS interface technology and facilitates the developmen ...

Keywords: 3D GIS, animated cartography, geographic visualization, vector data

3 Three-dimensional Beans—creating Web content using 3D components in a 3D authoring environment   ■
Ralf Dörner, Paul Grimm
February 2000 **Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)**
Full text available: 📄 pdf(122.54 KB)   Additional Information: full citation, abstract, references, citings, index terms

This paper deals with the question how the component idea can be transferred to the authoring of 3D content for the WWW. The concept of 3D Beans and their according authoring environment is presented. In addition, an implementation of this concept using

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ABSTRACT In this paper we investigate the use of **scene graphs** as a general approach for implementing
Jazz: An Extensible Zoomable User Interface **Graphics** Toolkit in Java Benjamin B. Bederson, Jon
ftp.cs.umd.edu/pub/hcil/Reports-Abstracts-Bibliography/2000-13html/2000-13.pdf

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www.lri.fr/~fekete/ps/svgl.pdf

<u>Object Recognition In The Animation System - Stanchev, Dimitrov, Rykov</u> (Correct)
the ANIMATION system -a system for animation **scene** and contents creation, retrieval and display. The
recognition based on the Attribute Relational **Graphs** (ARG)2) Object recognition, based on
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